

Devil Kings™



CAPCOM®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

*The world is in turmoil...
And a new breed of hot-blooded
heroes the likes no one has ever seen
is changing the face of warfare.
Some fight for the people, some for
their lords, while others fight to
fulfill their own aspirations of
greatness... But they all fight for
one thing... Total domination.*

Table of Contents

SETUP	02	SPOILS OF WAR	16
CONTROLS	03	STAT SCREEN	17
CHARACTERS	04	SAVING	17
BEGINNING A NEW GAME	06	BASIC MOVES	18
CONQUEST MODE	08	SPECIAL ATTACK LIST	20
CHARACTER SELECTION	10	ITEMS	22
STAGE SELECTION	11	ENEMIES	23
SCREEN LAYOUT	12	HINTS	24
PREPARING FOR BATTLE	14	CREDITS	29

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WWW.CAPCOM.COM/DEVILKINGS

A Special Message from **CAPCOM**[®]

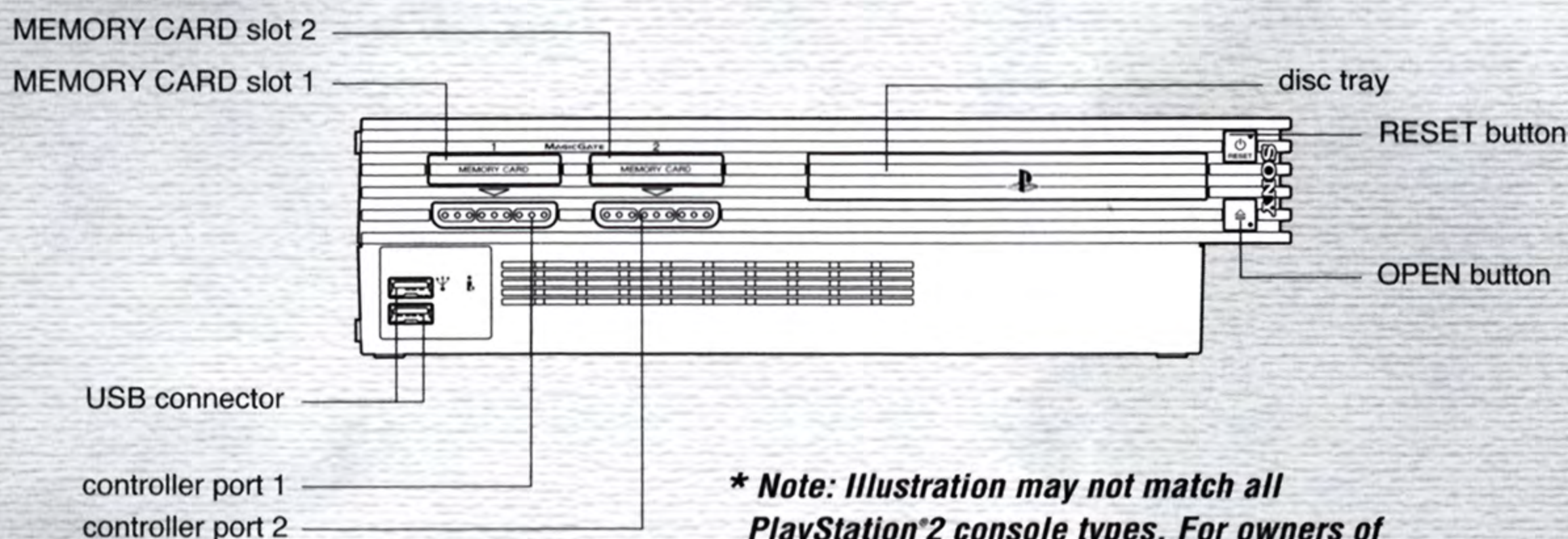
Thank you for selecting DEVIL KINGS™ for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway Sunnyvale, CA 94085

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PlayStation®2 Setup



** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the DEVIL KINGS™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

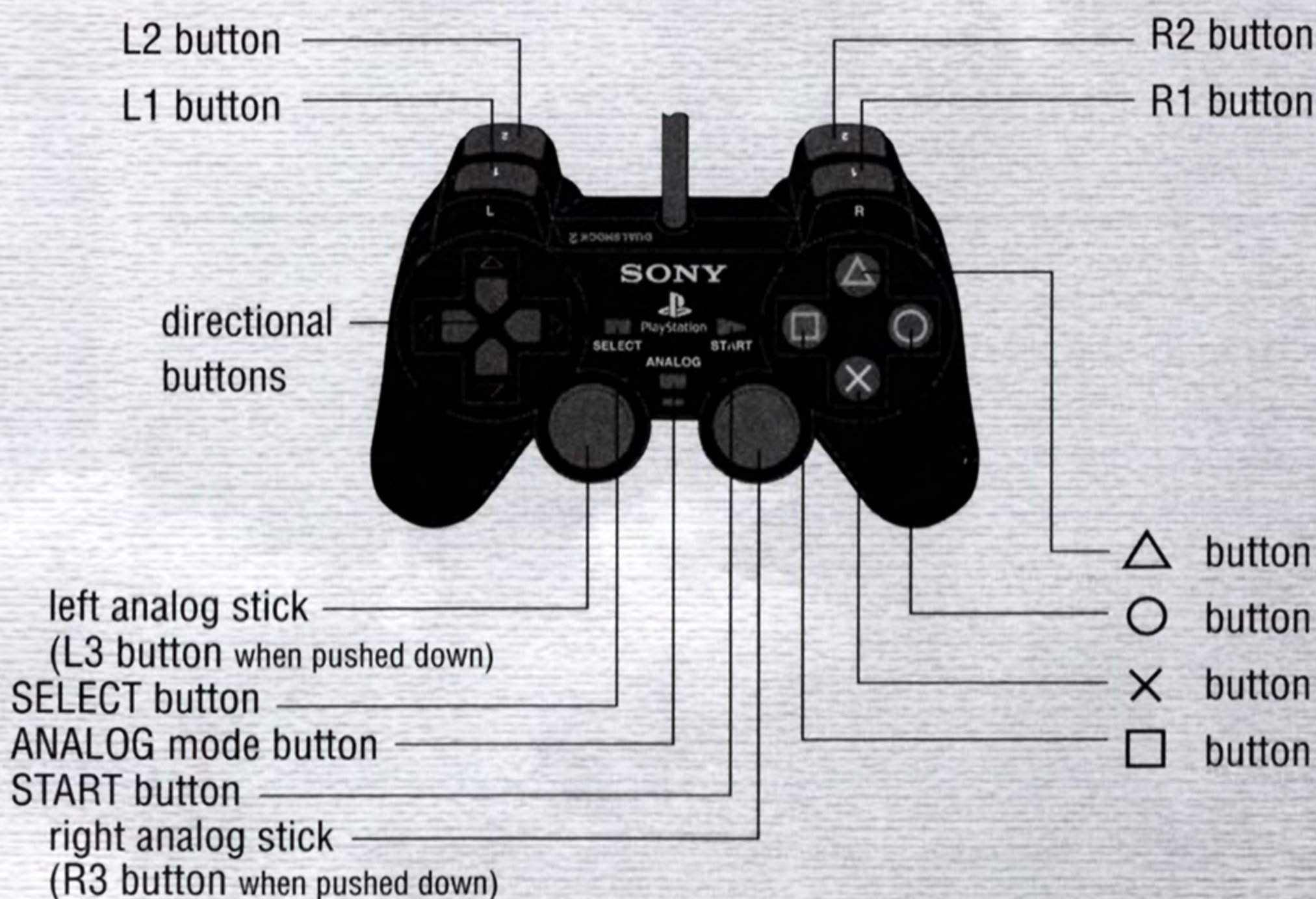
This game supports Dolby® Pro Logic® II. Connect the game console's ANALOG OUT (AUDIO) connector to the Dolby® Pro Logic® IIx, Dolby® Pro Logic® II, or Dolby® Pro Logic® decoder internal AV amp, turn one of the features on, and then select "Dolby® Pro Logic® II" to play the game in surround sound.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK[®]2 analog controller

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS






Basic controls


L2: Camera Lock


R3: Camera Lock


L1: Guard, Evade, Deflect Attack

R1: Boost (*Hold and press / to perform assigned Boost Attack)

: Special Attack
(Boost Attack 2)

: Normal Attack
(Boost Attack 1)

: Fury Drive Attack


: Jump, Mount Horse


left analog stick/
directional buttons: Move Character/
Move cursor in menus


START button: Sub-Menu, Pause,
Skip cutscenes


right analog stick: Rotate camera

WHEN RIDING A HORSE:

 button: Dismount

 button: Attack

 button: Speed Up
(uses small amount of Fury Gauge)

 button: Full Speed
(uses whole Fury Gauge)

Characters

Devil King

Weapons – Sword & Shotgun

Elemental Attribute – Darkness

A king who sold his soul to the Devil. His quest for world domination is just beginning.



Scorpio

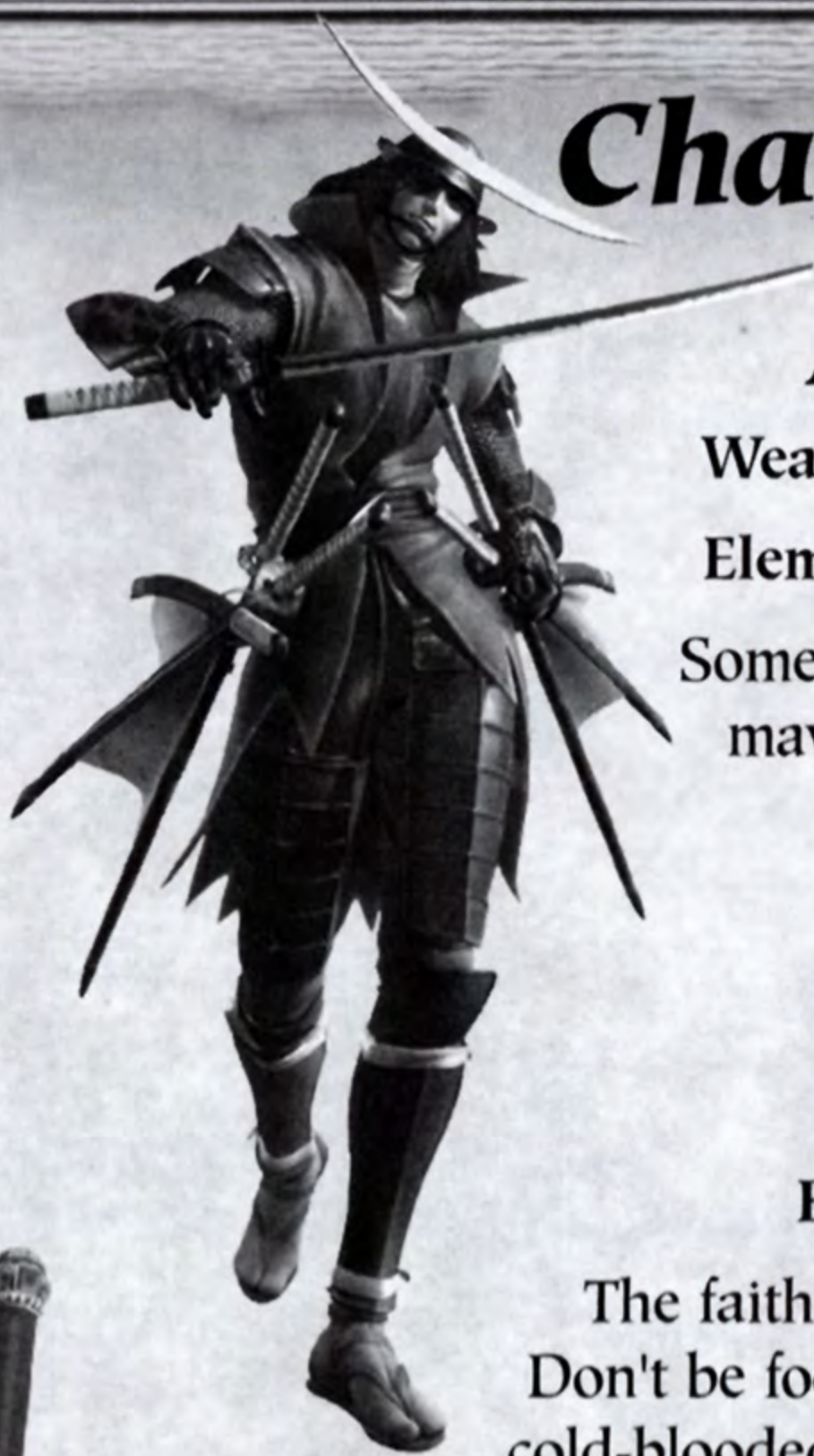
Weapons – Dual Spears

Elemental Attribute – Fire

A devoted young warrior in the Red Minotaur's army. This elite soldier believes that if there's anyone who should rule the world, that person is his general, the Red Minotaur.



Characters



Azure Dragon

Weapons – Samurai Swords

Elemental Attribute – Lightning

Some call him the "One-eyed Dragon". He's a maverick warrior who fights only for himself.

Lady Butterfly

Weapons – Dual Pistols

Elemental Attribute – Fire

The faithful wife of the Devil King. Don't be fooled by her beauty. She's a cold-blooded and shrewd warrior.



Red Minotaur

Weapons – Giant Battle Axe

Elemental Attribute – Fire

A fierce general rivaling the Devil King. Feared by many, not only is he a great leader but he is also a cunning warrior in battle.



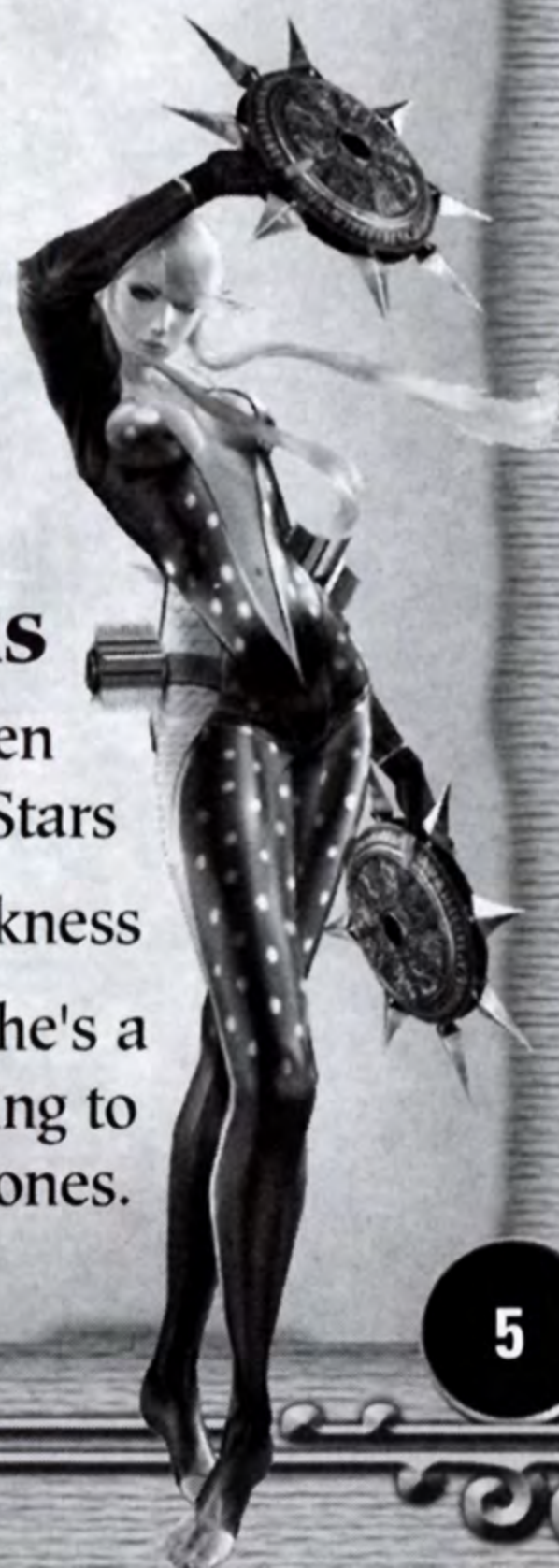
Venus

Weapons – Shuriken

Throwing Stars

Elemental Attribute – Darkness

A deadly individual who has mastered the art of stealth. She's a ninja who finds no pleasure in fighting but would do anything to protect her loved ones.





Beginning a New Game

Title Screen

Press the START button on the title screen to bring up the Mode Select screen.



Mode Select

CONQUEST

Progress through a series of battles to bring all territories under your control (see page 8). Achieve total conquest to unlock more playable characters.



FREE BATTLE

Select a character and a stage to fight in from among the characters available in Conquest mode and all stages beaten there.



PLAY DEMO

Tutorial movie of game play.



GALLERY

View character design artwork, movies, etc.

CHARACTERS: View original artwork, etc. for characters you have completed the Conquest mode with.

MOVIES: View all previously unlocked movies.

MUSIC: Listen to music from the game.

Beginning a New Game



Options

Adjust various options in the game.



BUTTON CONFIGURATION – Change control layout for your DUALSHOCK®2 analog controller.

VIBRATION – Turn the controller vibration function on/off. Default setting is ON.

SOUND SETTINGS – Set sound output mode (Mono/Stereo/Dolby Pro Logic II). Default setting is Stereo.

BGM VOLUME – Adjust the volume of the background music in the game.

SFX VOLUME – Adjust the volume of the sound effects in the game.

VOICE VOLUME – Adjust the volume of the dialog in the game.

HEALTH GAUGE – Turn enemy health gauges on/off. Default setting is ON.

CAMERA SETTING – Change camera control type for the right analog stick. Default setting is NORMAL.

SAVE – Save changes.

LOAD – Load previously saved data.

RESTORE DEFAULTS – Return all settings to their default.

Conquest Mode

Getting started in Conquest Mode.

1

SELECT A CHARACTER

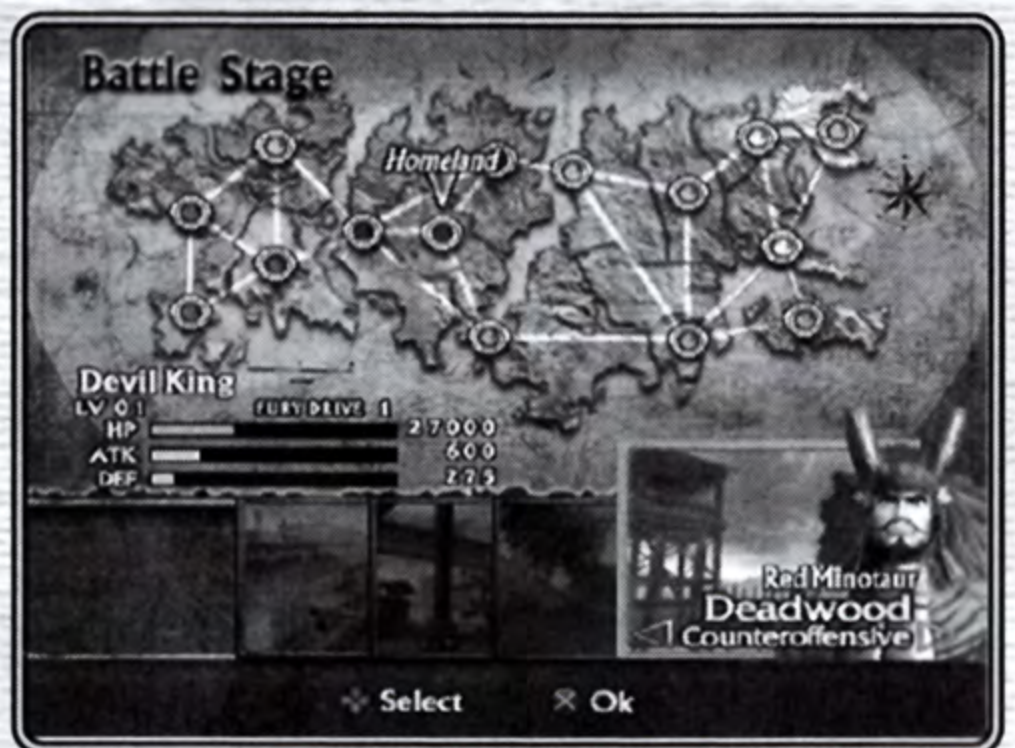
Select the warrior you wish to play as, then select a difficulty level (see page 10).



2

SELECT A STAGE

Select a territory to invade (see page 11). Defeat the boss guarding that territory to conquer it and expand the reach of your control. Depending on the territories you conquer, different territories will open up.



3

PREPARE FOR BATTLE

Set Special Attacks, equip items, and prepare for battle (see page 14).

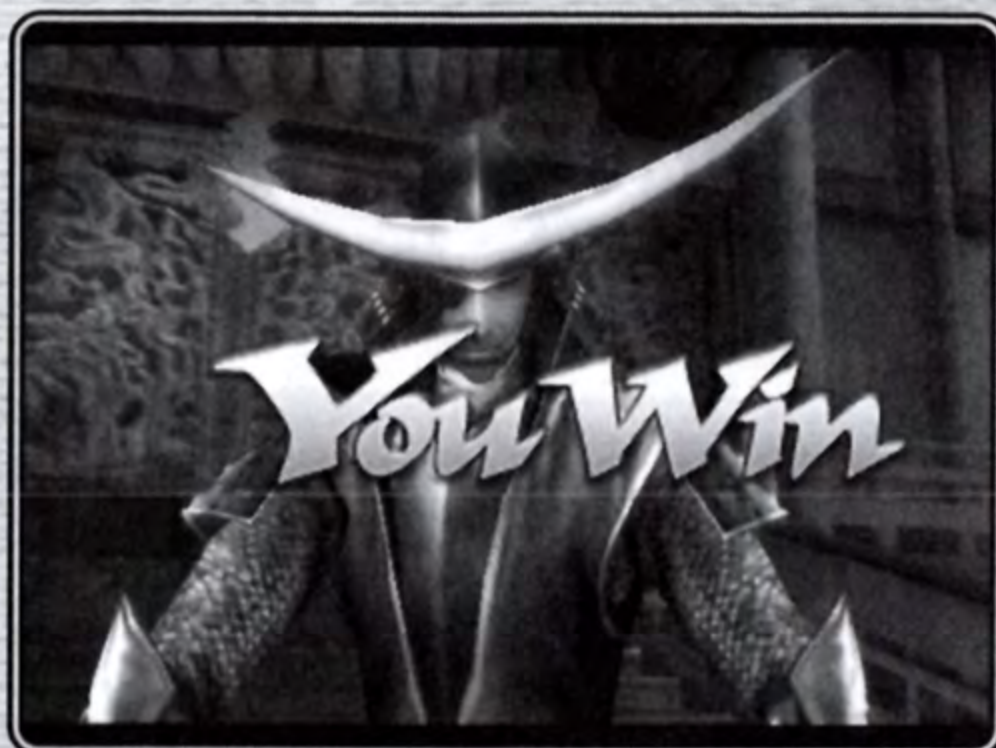


Conquest Mode



COMPLETE THE STAGE

Make your way through the territory, conquering enemies and defeating the boss.



VIEW STATS FROM THE BATTLE

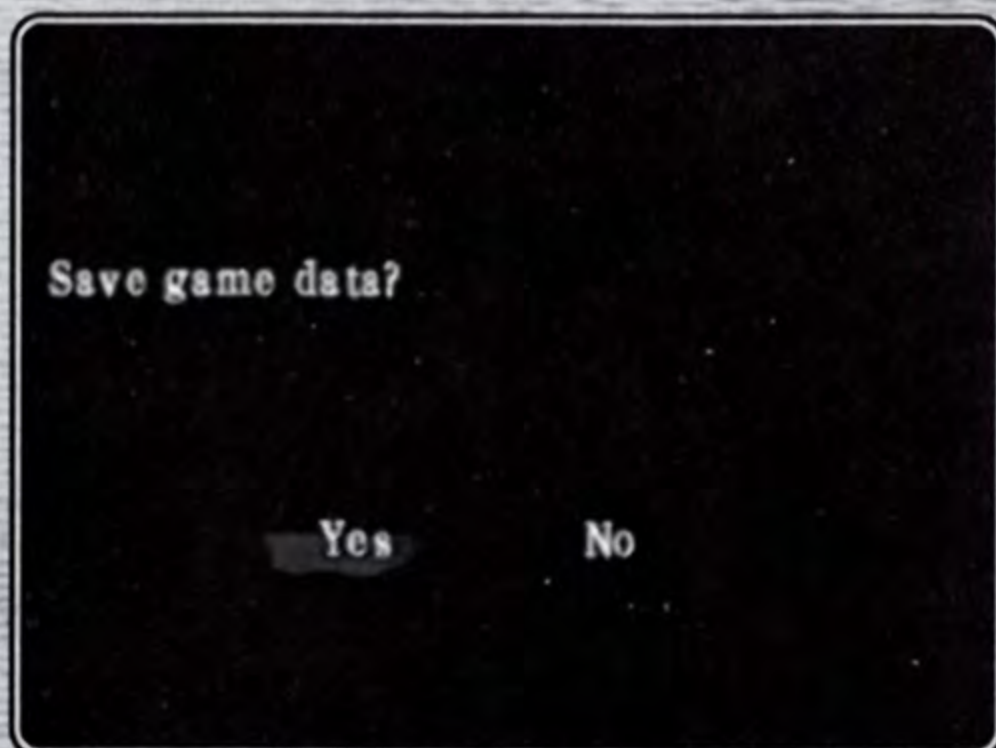
View statistics on your performance in the last battle, and view loot won from the enemy. This is also where your character will level up (see page 17).

Battle Results		Rise at Riverglen	
Total Killed	90		3260 EXP
Siege Points			900 EXP
Surviving Officers	16		1600 EXP
Special Bonus	Secret not found.		0 EXP
Spoils	☙ × 1 ☙ × 2		230 EXP
Equipped Items			
☙	Spartan Brace		0 EXP
☙	Armor		0 EXP
☙	Fire Charm		0 EXP
Experience Subtotal			5990 EXP
Difficulty Modifier		Normal × 1.0	
Total Experience		5990 EXP × 1.0 =	5990 EXP
Devil King	LV 01		



SAVE

Save your progress (see page 17).



CONQUER THE LAND AND ACHIEVE TOTAL DOMINATION...

And play through the game again, retaining all your weapons, items, and even the experience (level) of that character. You may also unlock more playable characters to use as you conquer levels.

Character Selection

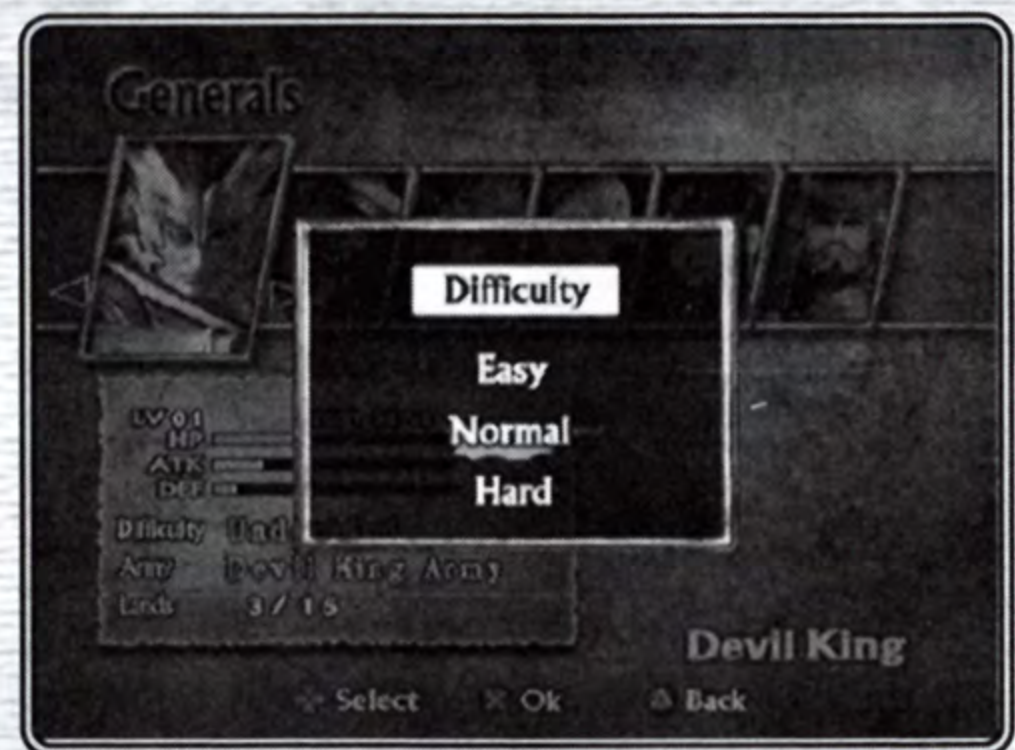


Select the warrior you wish to play as. This will begin a new game in Conquest mode. If you have previously saved data from another Conquest campaign, load that game instead to pick up where you left off. There are 6 characters available initially. Complete the Conquest mode to unlock more playable characters.



Difficulty Selection

Select from Easy, Normal and Hard difficulty. The higher the difficulty level is, the more likely you are to find better items and weapons.

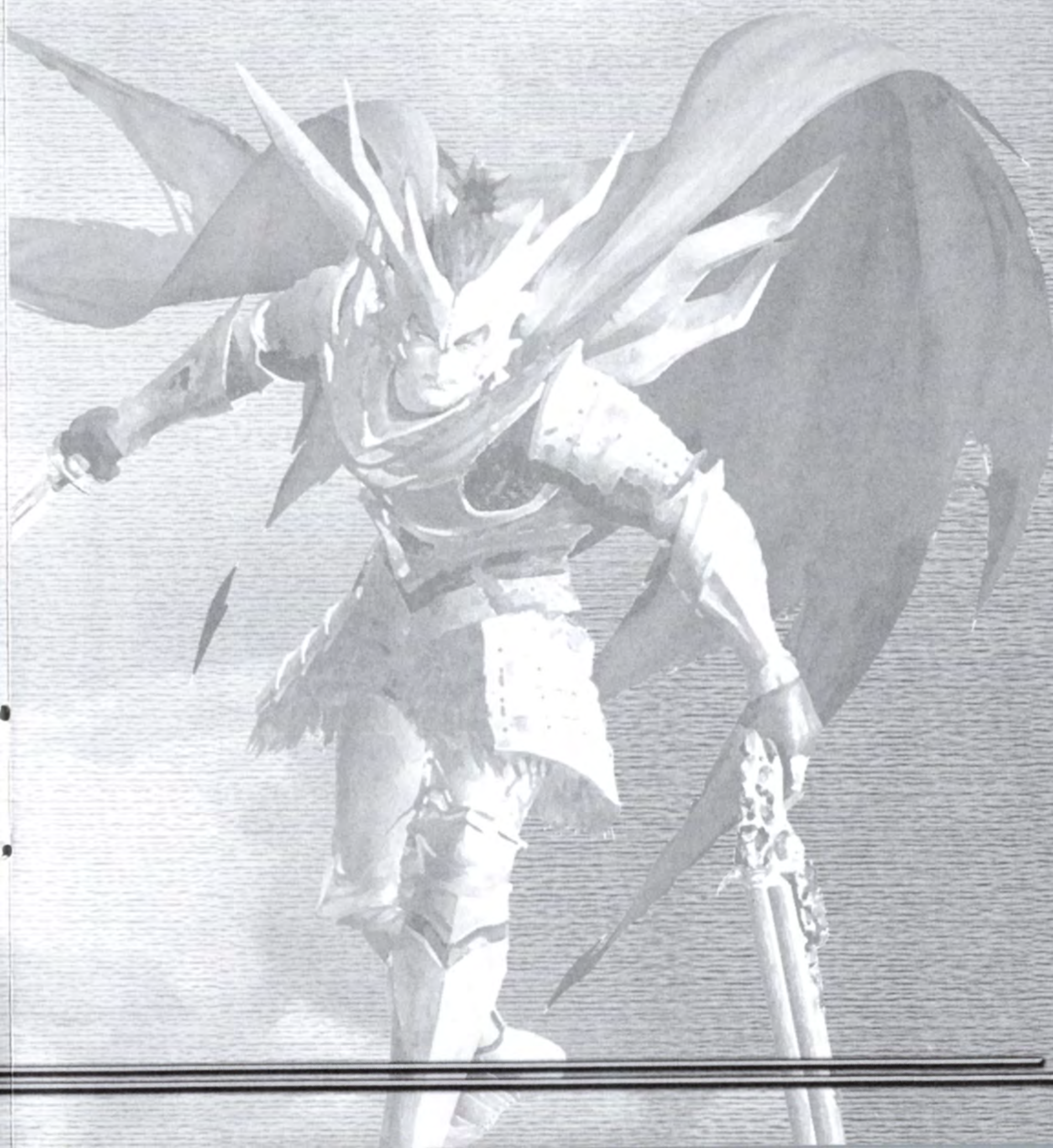
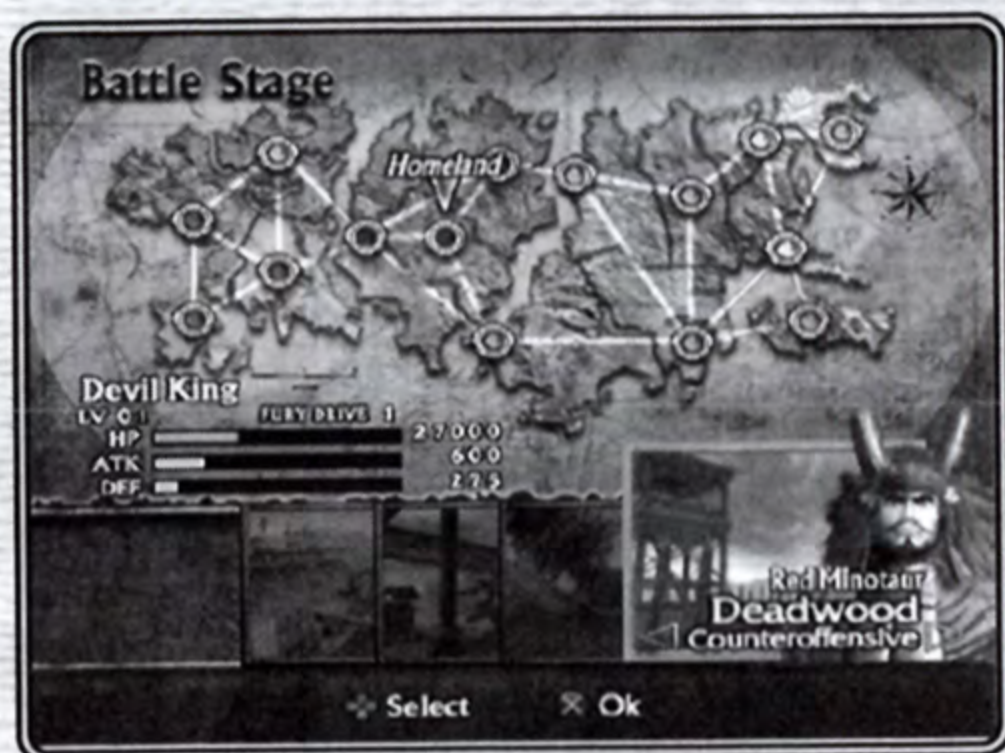


Stage Selection



Select the territory you wish to conquer. Each stage may have specific requirements you must fulfill in order to conquer it.

By conquering a territory, it becomes part of your own territory, extending your reach and unlocking new territories to conquer. Also, invading territories at certain times in the game may allow for different battles. You may also encounter special battles along the way that are triggered by certain conditions.





Screen Layout

COMBO DISPLAY

Shows the number of successive attacks in the combo.

MESSAGE

Shows dialog and other messages.

HEALTH GAUGE

Goes down when you get attacked. When it reaches 0, your character dies and it's game over. Collect emerald orbs (see page 22) to restore your health.



PAUSE SCREEN

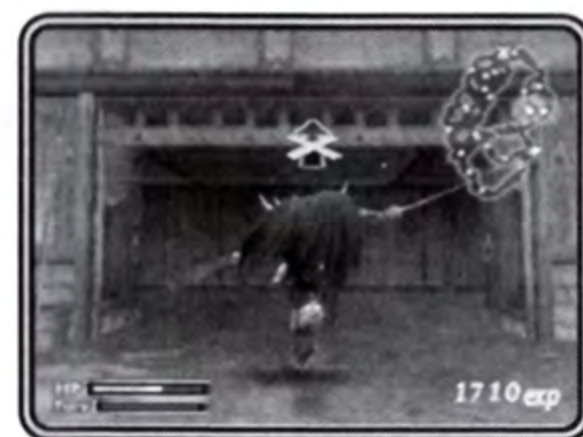
Open the pause screen by pressing the START button.

Use the pause screen to check conditions

for victory for your current battle, view an enlarged version of the map, adjust the volume of the BGM, sound effects and dialog, turn on/off the display of enemy health gauges, and quit the game. Quitting the game from here will return you to the title screen without saving your progress.



NO ENTRY SIGNS



This sign means you are not allowed to enter that area.

Screen Layout



ENEMY HEALTH GAUGE



STAGE MAP

- — Current Location
- Red ● — Enemy General
- Blue ● — Ally General
- Green □ — Closed Gate (defeat general guarding gate to open)

NUMBER OF ENEMIES DEFEATED

Total number of enemies slain during current battle.

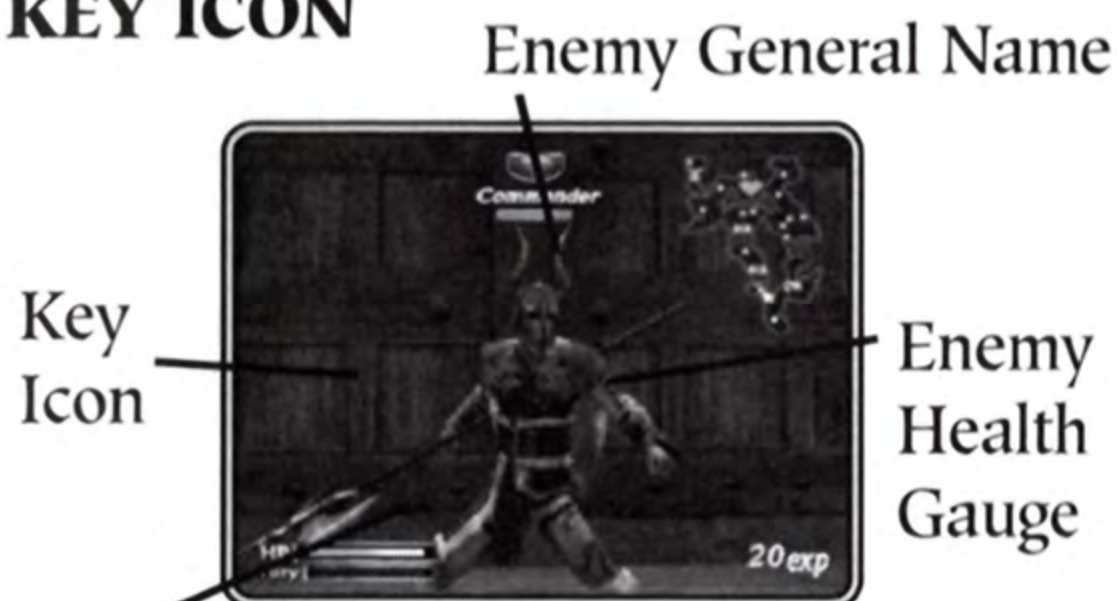
EXPERIENCE POINTS

Number of experience points earned during battle.

FURY DRIVE

The Fury Drive gauge will fill up when you attack and damage enemies that you have stunned with the **▲** button attack, or when you collect certain items. Once the Fury Drive has filled up completely, press the **◎** button to unleash a special Fury move that attacks a large number of enemies for major damage (see page 18).

KEY ICON



Ally General Health Gauge

Some enemy generals guard gates and other passages, and are marked by a key icon. You must defeat that general before passing through the sealed gate or passage.

HORSE ICON



In areas marked with the horse icon, press the **⊗** button to mount a horse.

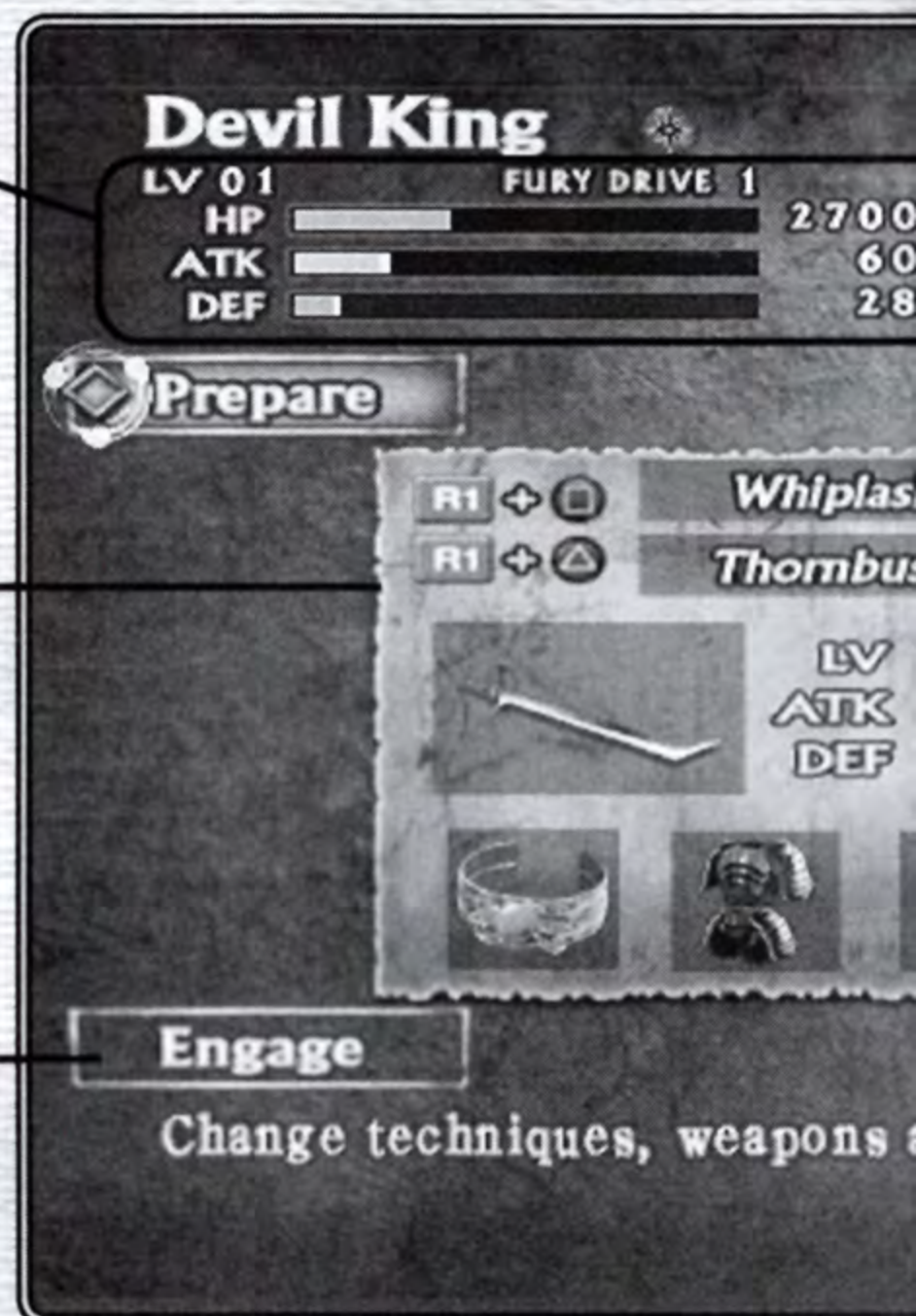
If there is a red X through the horse icon, you cannot ride a horse there.

Preparing For Battle

Your character's current level, health, attack and defense.

Special attacks, weapons and items currently equipped.

Select this when you are ready to enter battle.



Battle Preparations

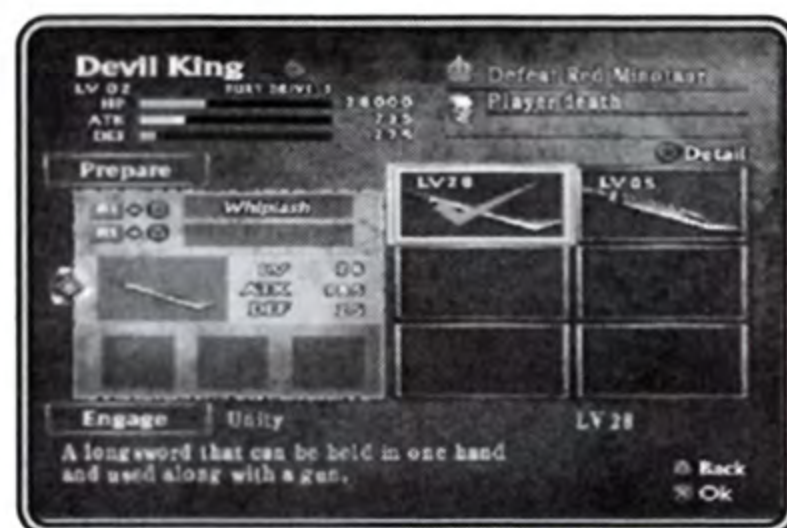
Customize your special attacks, weapons, and items from the Battle Preparations screen.

BOOST ATTACKS



Move the cursor to the Special Attack you wish to equip and press the **X** button to confirm. Only moves that have been unlocked can be equipped. Unlock new moves by learning them when you level up. Press the **□** button to un-equip a Special Attack. To view an animation of the move being performed, press the **○** button.

WEAPONS



Move the cursor to the weapon you wish to equip and press the **X** button to confirm. Only weapons that have been unlocked can be equipped. New weapons can be found in the treasure boxes collected during battles. Use the **○** button to view detailed parameters of the weapon highlighted.

Preparing For Battle







Name of battle and enemy commanders.

Victory or Defeat stats.

Map of battlefield.

ELEMENTAL ATTRIBUTES

Each playable character has an elemental attribute affinity (fire, ice, lightning, and darkness). By using a weapon with the same elemental attribute, normal attacks take on an added elemental effect:

-  **FIRE** – Attacks make enemy catch on fire and continue to burn for extra damage.
-  **ICE** – Temporarily freeze enemies in their tracks.
-  **LIGHTNING** – Produces an energy sphere that damages surrounding enemies as well.
-  **DARKNESS** – Each attack takes away from your own Health, but if the attack hits an enemy it absorbs health from that enemy.

EQUIPPABLE ITEMS



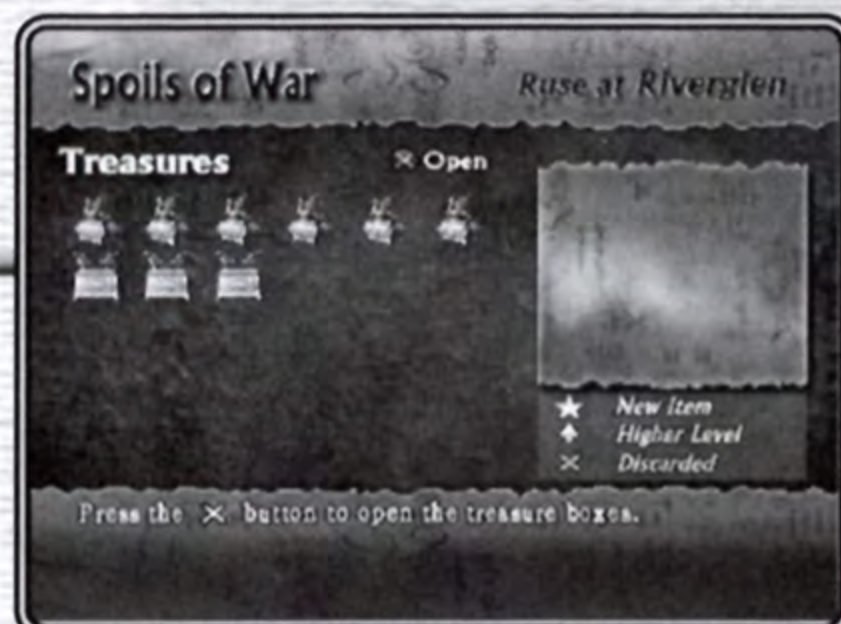
Move the cursor to the item you wish to equip and press the **X** button to confirm. Only items that have been unlocked can be equipped. New items can be found in the treasure boxes collected during battles. Use the **□** button to un-equip the highlighted item.

Spoils of War

After winning a battle, you can view the contents of the treasure boxes you found during the stage on this special screen.

New Item

Weapons and items acquired for the first time.



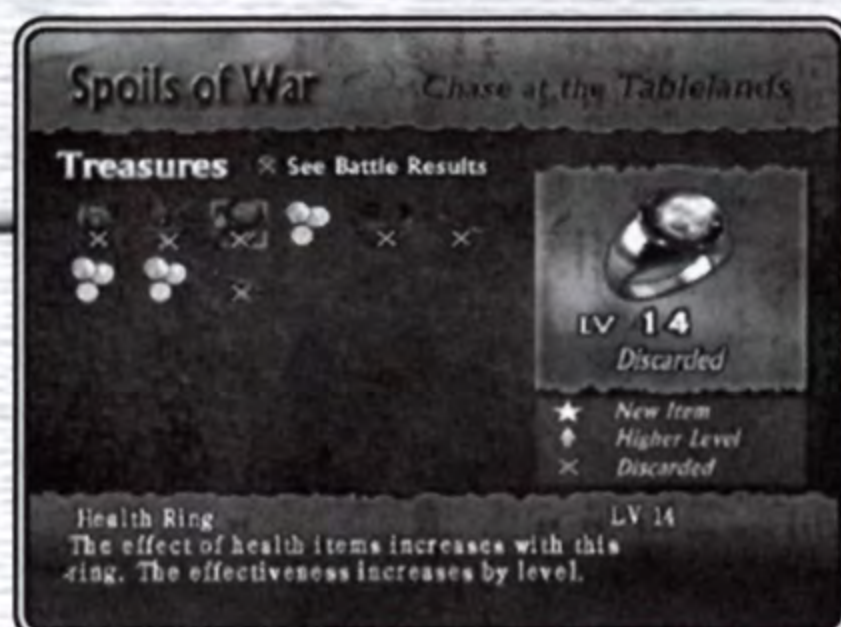
Higher Level

Weapons and items that are of a higher level than what you currently possess.



Discarded

Weapons and items that are of a lower level than what you already possess are automatically discarded.



The higher the difficulty level you play on, the more likely you are to acquire powerful, rare weapons and items. Some stages may also be more likely to produce weapons or items than others.

Types of Treasure Boxes

There are two types of treasure boxes that can be won in battle – regular and fancy. As the name implies, the fancy treasure boxes will feature better items than the normal boxes.



Stat Screen

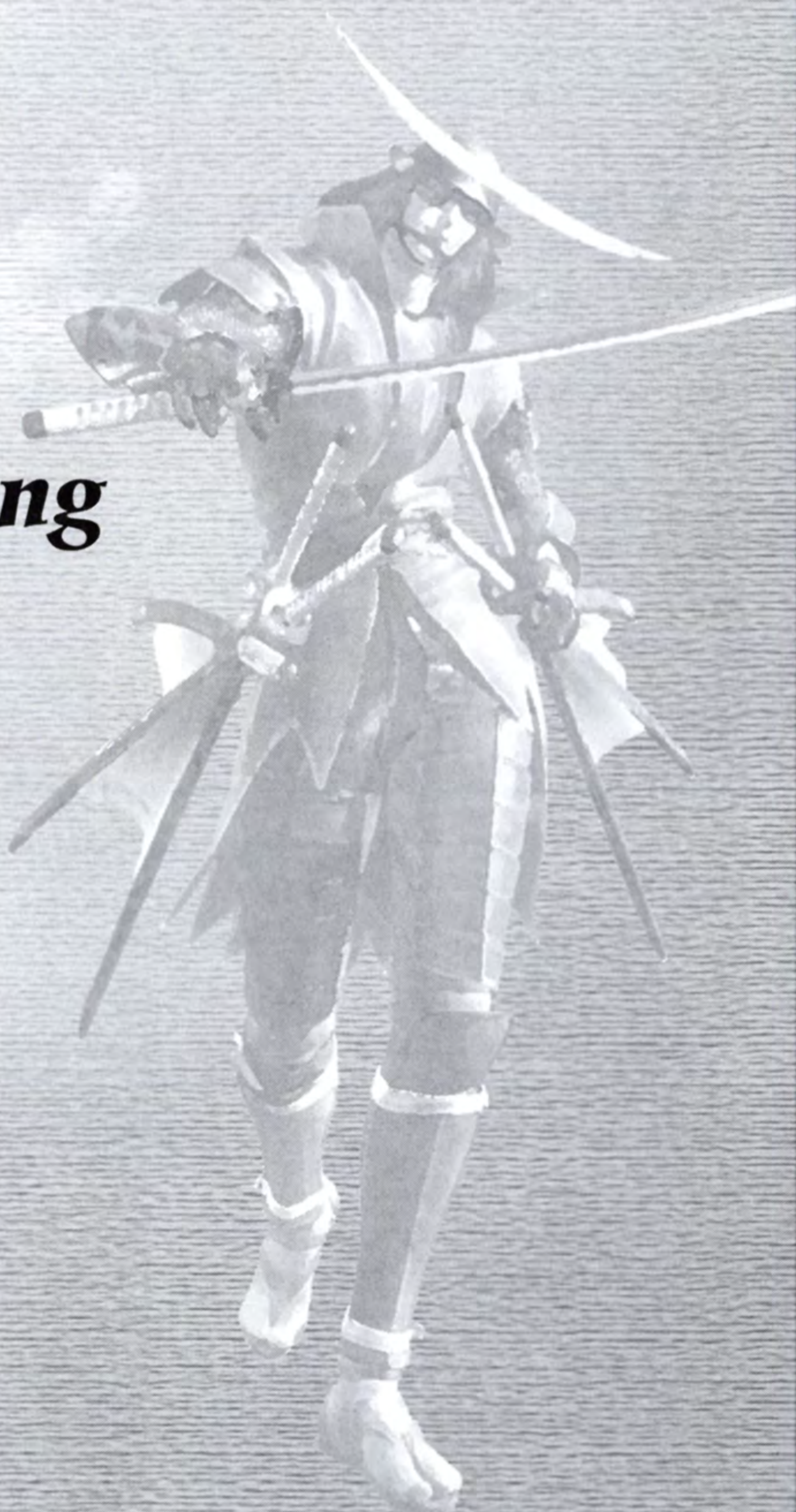
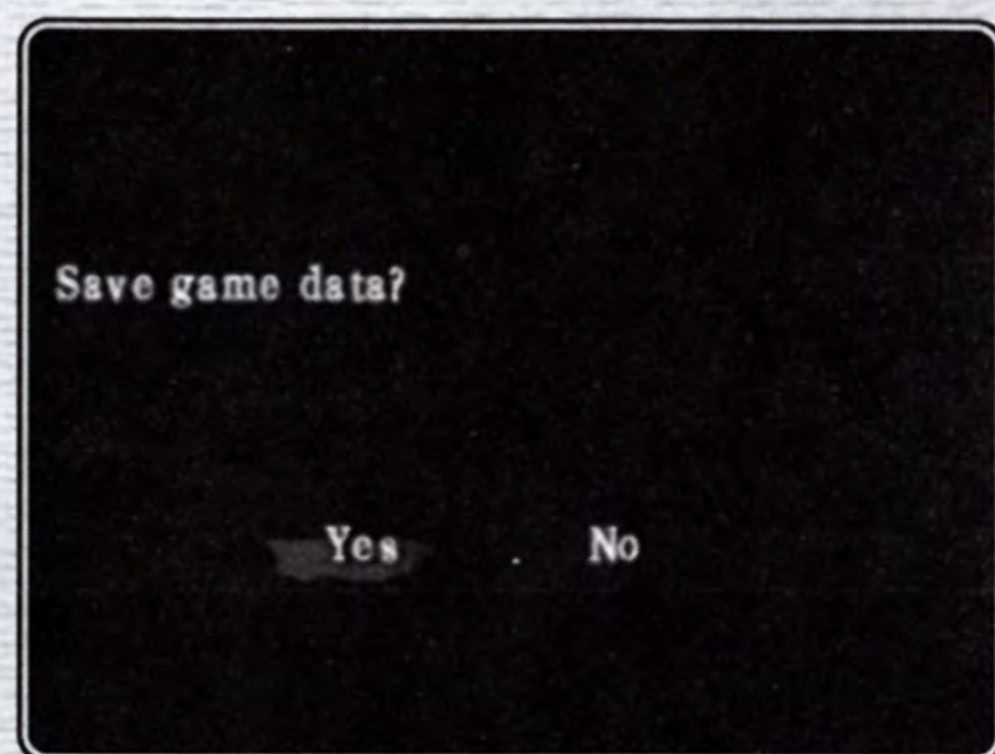


You gain total experience points based on the number of enemies slain, the number of enemy defenses broken through, how many ally commanders survived the battle. Experience points are used to level up and make your character stronger.

Battle Results		Rise at Riverglen	
Total Killed	90	3260	EXP
Siege Points		900	EXP
Surviving Officers	16	1600	EXP
Special Bonus	Secret not found.		0 EXP
Spoils	🏹 × 1 🏹 × 2	230	EXP
Equipped Items			
🛡️	Spartan Brace		0 EXP
🛡️	Armor		0 EXP
🔥	Fire Charm		0 EXP
Experience Subtotal		5990	EXP
Difficulty Modifier		Normal × 1.0	
Total Experience		5990 EXP × 1.0 =	5990 EXP
Devil King	LV 01		

Saving

Save your game progress onto a memory card.

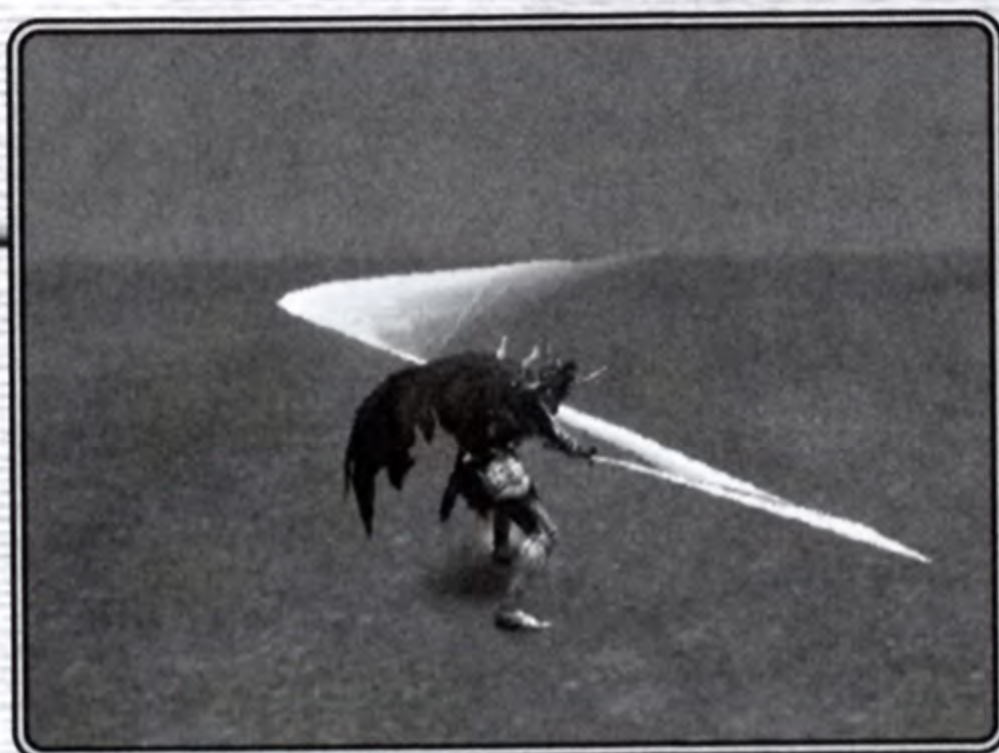




Basic Moves

□ button – Normal Attack

Use your equipped weapon to attack the enemy. Press repeatedly to perform attack combos.



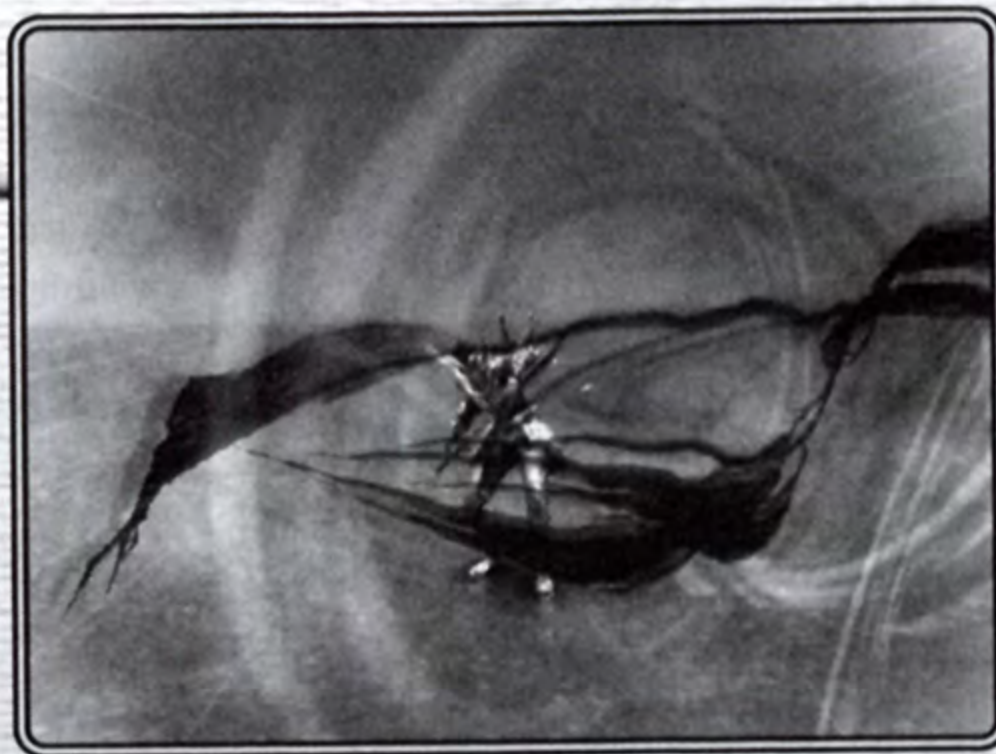
△ button – Prime

Stuns enemies, allowing you to build up your Fury Drive gauge. Press the △ button to “Prime” the enemy and fill up your Fury Drive gauge.



◎ button – Fury Drive

Once your Fury Drive gauge is full, press the ◎ button to unleash a Fury Drive Attack that damages a group of enemies, dealing massive amounts of damage. Also, while performing a Fury Drive Attack you become invincible to incoming enemy attacks.



× button – Jump

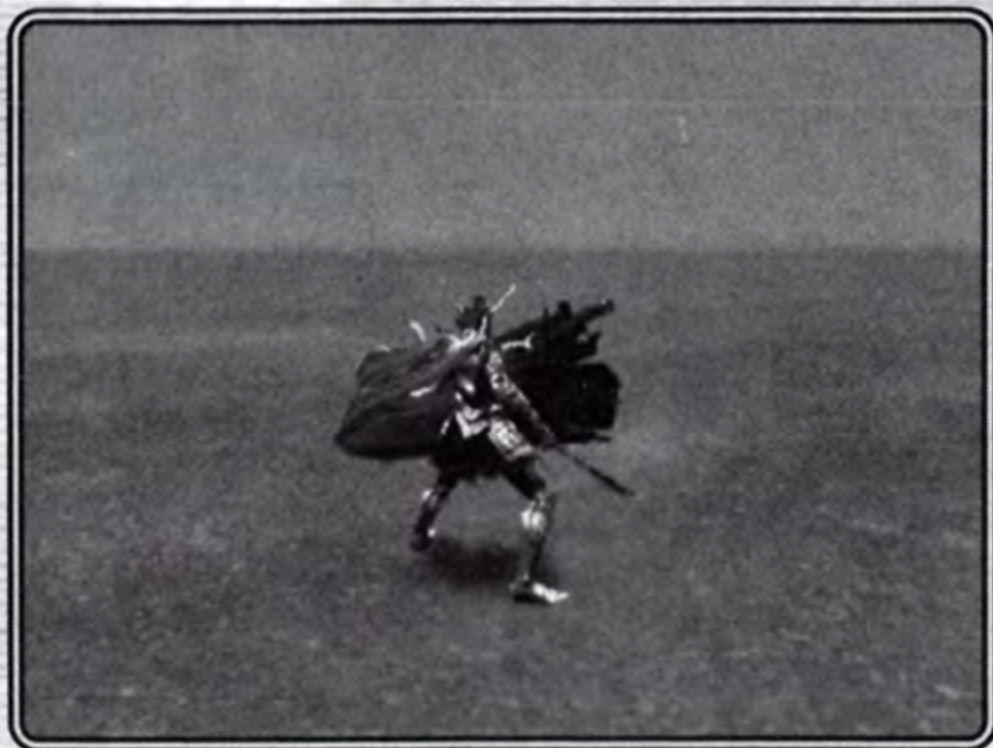
Press the × button to jump. You can also press the □ button in the air for a jump attack, and the △ button in the air for a special attack.



Basic Moves



L1 button – Guard



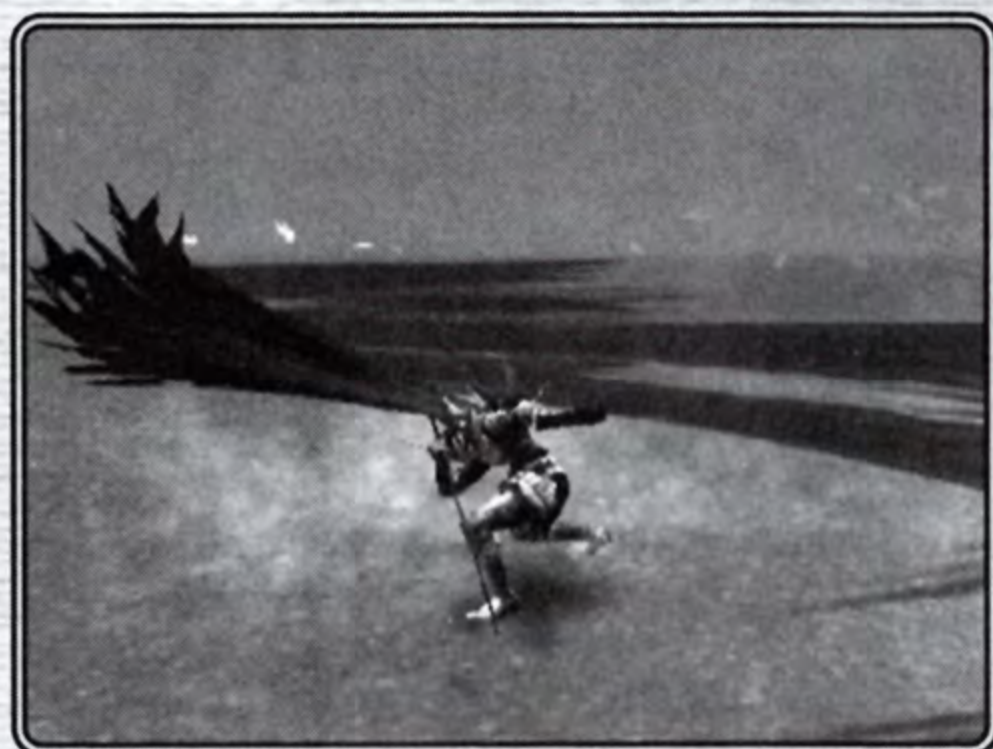
Block incoming enemy attacks. You can also deflect enemy attacks by pressing L1 at the just the right time.



L1 button + left analog stick (or directional buttons) – Sidestep




Hold the L1 button while pressing the left analog stick or directional buttons left/right to sidestep in that direction. This is useful for dodging incoming enemy attacks.





R1 button – Boost



While holding the Boost button, press the  button to initiate your Boost Attack 1, or the  button to initiate your Boost Attack 2.

In areas where the horse icon is present, you can press the  button to ride a horse. Taking several attacks while on horseback will knock you from your horse.

When Riding A Horse:

-  BUTTON: Dismount
-  BUTTON: Attack
-  BUTTON: Speed Burst (Uses small amount of Fury Drive gauge to accelerate)
-  BUTTON: Full Sprint (Uses whole Fury Drive gauge to accelerate)



Special Attacks List




Azure Dragon

CROSS BLADES

Crosses his six swords to create an implosion of blades that slices through enemies.


DEATH SWEEP

Takes 3 swords and launches enemies up into air. Hold down the  button to turn it into a combo that jumps and slashes down at the enemies, knocking them to the ground again.



Scorpio

FLAME DRILL

Jabs repeatedly with both spears and unleashes a final finishing blow. Press the  button repeatedly to increase the number of spear jabs.

FIRE WHEEL

Connects both spears into a single long spear and conjures up a red whirlwind that sucks up multiple enemies into the air.



Devil King

WHIPLASH

Whip your cape around to knock enemies down with a devastating blast.

THORNBUSH

Shoot swords out of the ground and skewer any enemies in the area. They will be unable to move until the swords retract back into the ground.

Special Attack List

Lady Butterfly



SAWBLADE

Powerful spinning kick that sends enemies flying.

FLYING FISH

Scoops enemies up into air with the rifle, then blasts them in mid-air.

Red Minotaur



AS THE WILDFIRE

Concentrates power into a fist that knocks enemies backward. Enemies sent flying will be lit on fire.

AS THE FOREST

Uses Health to boost the Fury Drive. The Red Minotaur has a longer Health Gauge than normal characters, giving him the leeway to sacrifice health for Fury.

Venus



GUIDING LIGHT

Attack enemies from a distance and draw them in.

WHITE NIGHT

Dive beneath the surface and knock enemies into the air.

*NOTE – Some Special Attacks may use energy from the Fury Drive gauge.



Items

Below are just a few of the many items available in the game.

Usable Items



EMERALD (SMALL)
Restores small amount of health.



EMERALD (LARGE)
Restores large amount of health.



AMETHYST (SMALL)
Fills up small amount of Fury Drive.



AMETHYST (LARGE)
Fills up large amount of Fury Drive.



COBALT
Restores large amount of health and Fury Drive.



CRYSTAL
Temporarily doubles amount of experience points earned from slaying enemies.

Weapons



WYVERN TEAR
Azure Dragon's default weapon.



FIREFLY AND HEATWAVE
Lady Butterfly's default weapons.



SUNSET
Scorpio's default weapon.



STONECUTTER
Red Minotaur's default weapon.



UNITY
Devil King's default weapon.



EIGHT POINT STAR
Venus's default weapon.

Equippable Items



SPARTAN BRACE



ARMOR



FIRE CHARM

Enemies



Below are general enemies that will appear in the game. Their appearance will be different depending on the army they fight for, and some armies may have completely different types of soldiers.



FOOTSOLDIER

Regular soldier. May carry a sword or spear.

COMMANDER

Commander leading a battalion of soldiers. Stronger than standard footsoldiers. Defeat the commander to stop reinforcements from coming and lower the morale of the enemy forces. Defeating named commanders may win you treasure boxes as a reward.



ARCHER

Fires volleys from afar.



BOMB-CARRIER

Hauls large bombs onto battlefield to blow up their enemies. If they see you, they will charge at you until he or you is dead.



TRUMPETER

Blows horn to call in reinforcements.



Hints

PRIME YOUR ENEMIES BEFORE YOU ATTACK TO FILL UP YOUR FURY DRIVE

Normal attacks won't earn you any Fury Drive. You can only fill up your Fury Drive by first priming the enemy, then attacking.

FURY DRIVE ATTACKS RENDER YOU COMPLETELY INVINCIBLE

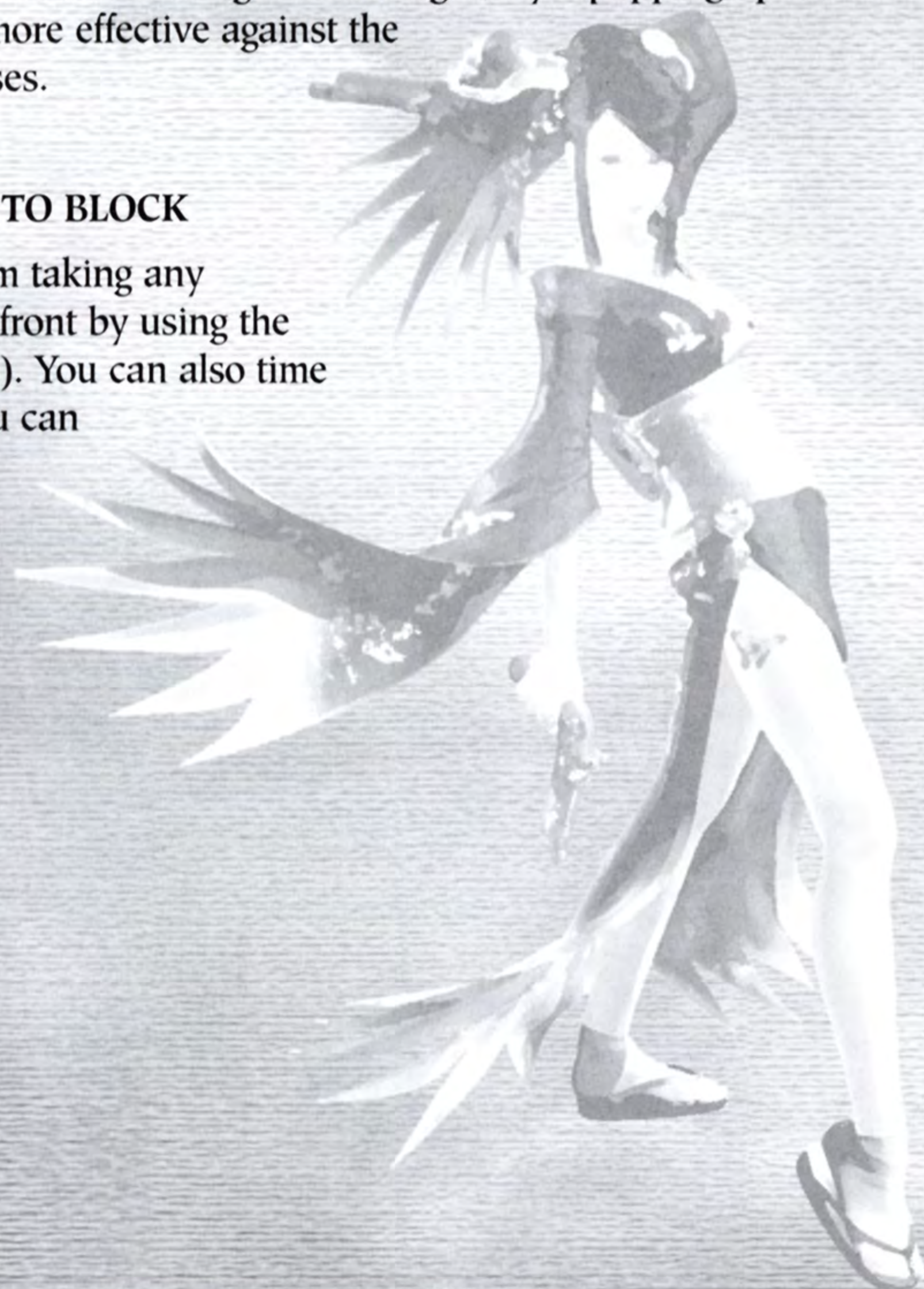
While you are unleashing Fury Attack Drives, you become completely invincible and take no damage at all. If you're surrounded by enemies or running low on health, use a Fury move to make sure you make it out alive.

EQUIP SPECIAL ATTACKS THAT ARE BEST SUITED TO THE BATTLE

If you are having trouble beating certain stages, try equipping Special Attacks that are more effective against the enemies and bosses.

DON'T FORGET TO BLOCK

You can keep from taking any damage from the front by using the Guard button (L1). You can also time it just right so you can deflect enemy attacks back and leave them open. Note that not all attacks can be guarded against.

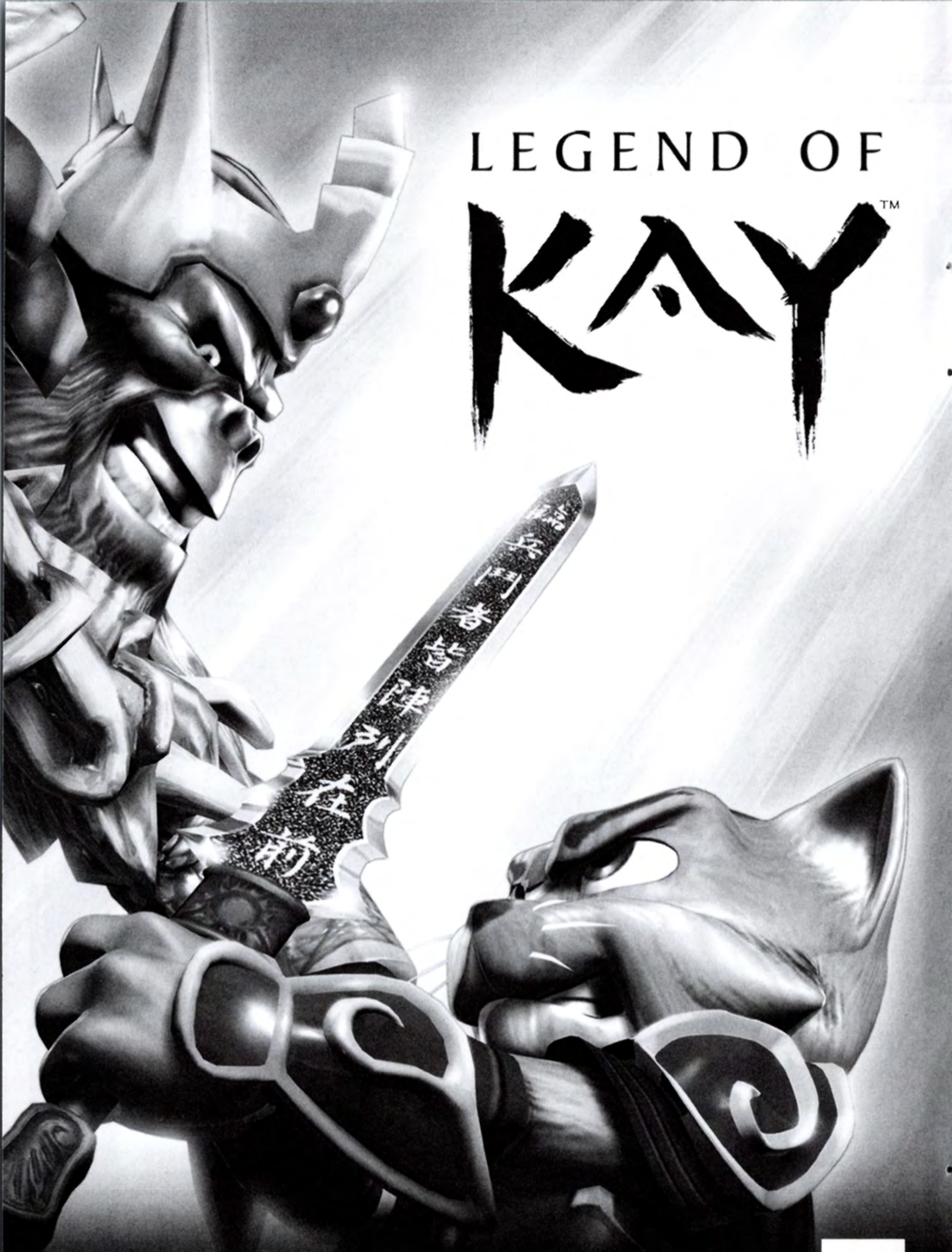


Notes



LEGEND OF

KAY™



AVAILABLE NOW!

PlayStation®2



EVERYONE E 10+	10+ Alcohol Reference Cartoon Violence
ESRB CONTENT RATING	www.esrb.org

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Notes



Notes

Credits

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475 Oakmead Parkway
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